

# IMPASSABLE

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## CHAPEL HILL PUBLICATIONS' ACTIVITIES

I'll take time out from the rat race to discuss, again, what projects have been blooming amidst the patch of thorns that exists within the dark corners of my brain. (We all know that Diplomacy publishers are evil people, and the players all have to keep a tight watch on them).

Impassable has just started its 10th game, and that will be the limit of games for this publication. Eventually, we will trim this number down to seven games. When the games end, we will offer new ones to the novices, rather, the new novices at that time. By that time, you players will have graduated from Impassable College with a B.A. in the general area of Diplomacy with majors in Treachery, Tactics, Lying, Stabbing, etc. I will be proud of the graduates coming out of Impassable.

So, having designated this rag as novice oriented, I have plunged ahead with another gamezine to be called Aquarius. Actually, two issues have already come out to explain the concepts behind it. I want to announce here the fact that there are game openings in Aquarius. In reality (slice it anyway you want--it isn't sidereal), Aquarius is a luxury gamezine combining three different games into one package for the players. Of course, you have the Diplomacy game. No need to explain that one. Besides that familiar game for us dirty men (oops, forgot we have some dirty women too!), I am having a simplified Bourse that will have deadlines

concurrent with the Diplomacy game. No short selling or margin buying will be allowed. In addition to this, I have my new game, Council of Nations. This is a political-diplomatic game. Basically, this game's objective is to add a sphere to the Diplomacy game by making use of the minor powers that are on the board but do not play in the Diplomacy game. "Prestige Points" are made by passing or defeating motions up for vote in the Council in accordance to your priorities. It is very much like betting on which motions will pass or not, but helping your cause along by voting. Of course, deals can be made, and a player will be allowed to "loan" or give some prestige points to another player. Last, there is one office to which a player in this game can be elected to---General Secretary. This office is worth 10 additional prestige points each season. The winner is the player with the most prestige points at the end of the game. In the Bourse, it the one with the most currency.

However, there is a tie-in with all these games in the press aspect of the gamezine. In fact, those who want to play in the Diplomacy game will be required to submit sample press releases for me to judge. Those who write what I like will get the nod. Those not playing the Diplomacy game can still play in the Bourse and/or Council of Nations. To play these two games, all you need to do is to have a subscription. In case that there are more subbers than spaces to fill in the Council of Nations game (limited to number of countries on the mapboard), those with longer subs will have first pickings.

Everyone who gets Aquarius will be allowed to write press! If you play in the C. of N. game, you get to represent a minor power on the gameboard. Also, seven of these will serve as first standbys for the Diplomacy players. I will thus have one designated standby for each country (if I have enough) who will be required to submit standby orders each season! Thus, no missing moves will be allowed! It is expected that the standbys will follow general orders from the Regular Diplomacy players. A set will be given to me and one to the Standbys. If the regular player misses twice in a row--he's out of the game and the 1st Standby takes  
(cont. on next page)

over play of the country.

For the maximum 12 possible pages of Aquarius, we will carry no more than two of these trilogy of games. Thus, plenty of room will be allowed for press.

It will be hoped that the players and subscribers will take full advantage of the press possibilities. The emphasis on the press will be history oriented. It will be hoped that the players will submit a press column covering their moves. The moves will be covered in the normal manner, but the front page will cover the moves in newspaper style. I will fill in the gaps with reports from Switzerland and elsewhere on the "adjudications" of the moves. I am also hoping for a lot of interaction between the players and the subbers to create a continuing drama from issue to issue.

To enhance the physical aspects of the gamezine, maps and pictures will be tried. Along with these features, it is hoped that perhaps people will contribute regular features that could possibly be found in a newspaper of that time period of WWI.

An interesting feature of the Council of Nations game which I forgot to mention (just having thought of it) is the fact that press for this game will be hoped for in fair amounts. I can imagine the "feuds and indignations of diplomats who have been ruffled by fellow shoe-pounding diplomats." In fact, the Council of Nations will be allowed to have power to back its passed motions. Since this can be misused, I will have final say on what has been passed by the Council of Nations. If they, for example, vote to have three columns of print instead of Impassable's two-column format, I would probably go along with it. If they vote to add a Secretariat to the Council made up of say 5 members and have elections, I'll also approve that. What it can't be allowed to do is to change the basic rules of the games. Nor will it be allowed to infringe on my publishing rights.

Well, you can see that the possibilities are vast for this type of gamezine. You may wonder what the price will be? To play all three games, you will not only be required to submit sample press, but have to pay the astronomical gamefee of \$8 plus \$2 deposit that will be returned if you don't drop out. In addition, 50¢ will be deducted from this deposit for each time you miss moves! I mean business with Aquarius! Sub rate will be 12 issues for \$2 (same as for Impassable). No sub less than 12 will be allowed. No trades will be accepted. This latter to encourage more players and writers!

Subbers will be allowed to participate in the other two games in Aquarius. Please send in your preference lists for minor powers along with your sub, as well as your preferences for standby for the regular game of Diplomacy. Those with the longer subs will have first priorities on standby positions and on minor power positions in the C. of N. game.

For all this, the deadline is February 23, 1973. You only need send your press sample and the \$2 deposit. If you're not selected to play, your money will be returned. If selected, you will be informed to pay up the other 8 bucks. One or two people will be asked to act as standby players (also sending in their \$8) in case there is anyone of the selected seven who don't follow through with their money. If you're not needed, your \$10 will be returned.

There will be rules published for the three games. The regular game will follow 1971 rules and my Houserules (as used for Impassable games) plus rules and suggestions on press. The players will get all while the subbers get those covering the other two games he desire to play in.

To repeat in a concise format, the info is reproduced below in ad format:  
Aquarius. Gamefee is \$8 plus \$2 deposit which will be returned if you do not drop out. 50¢ will be deducted from the deposit for each set of moves missed. For this \$10 you play all three games: Diplomacy, Bourse, and C. of N. Subbers can subscribe to Aquarius at the rate of 12 issues for \$2 and play in the two games of Bourse and C. of N. Everyone will be allowed to write press and press for their particular games they're playing in. No black propaganda as in Impassable. Deadline (or whenever I have enough) for sample press and \$2 deposit (or the whole \$10 ~~snackers~~, if you like), will be February 23, 1973. The games will start as soon as possible afterwards. The C. of N. game and the Bourse may be delayed until there is sufficient numbers of players--it is harder to introduce new players in the middle of the game--but it will be allowed.

Why go through the whole binge of writing almost two pages? Two simple reasons: 1) An advertising pitch to top Barnum's efforts and, 2) To weed out the ones who won't want to read or write in Aquarius. This zine is not for the casual player/reader!!

If you want rules in advance (really, I have covered the ideas involved pretty well) then you gotta pay .25 cents.

Step right up folks! See the weirdest, biggest show on this earth! Don't wait!

(more home news on page 9)

A NEW GAME STARTS!! SCOTICE SCRIPTI III!!  
THIS IS LAST GAME TO START IN IMPASSABLE!!  
(UNTIL OTHER GAMES COMES TO AND END, THAT IS)

Well folks, the variant version by this writer is finally ready to go! We have a whole ship of eight fools who have decided to go off the edge of the world with this game!

Preference lists were asked for and I got them right here beside me along with the coin flip results (ordinary U.S. nickel, 1970 variety, unloaded or otherwise weighted). Note--Addresses of players are on page 12  
SCOTICE SCRIPTI III PREFERENCE LIST AND FINAL COUNTRY SELECTIONS

	1	2	3	4	5	6	7	8
Hilliker	M	L	C	O	S	K	U	E
Hollingsworth	U	M	E	O	S	K	L	C
Cooper	M	U	O	no more listed				
Schleinkofer	O	C	L	M	K	U	E	S
Stone	M	E	S	O	U	C	L	K
Tommensen	O	S	M	U	C	K	E	L
Reinsel	M	K	S	C	L	E	U	O
Keller, T.	O	S	E	C	U	K	L	M

Munster and Orkney were popular choices. After that, everybody had their own choices and thus, it ended up with no one having nothing worse than their second choice! Cooper did not have any further choices because he felt he didn't know one country from another after the first three. I told him that everyone was in the same boat as he.

In fact, it is this lack of preknowledge that will equalize the game! Also, the winner will be the one who can figure out the positions and geography! Look at it on the bright side kids, "you're creating history by playing the first postal SSIII game!" (wow wee, boo, hiss, ugh...) What now?

It is deadline time folks! Right below it is: SPRING 1015 ORDERS FOR SCOTICE SCRIPTI III IS DUE ON FEBRUARY 23, 1973! AT NOON, EASTERN TIME! DON'T FORGET THAT MOST IMPORTANT FACT! SOME OF YOU KNOW WHAT CAN HAPPEN BY MISSING THE VERY FIRST SEASON.....SO GET TO IT!

I may add that the press possibilities are intriguing for this game. At least one of the players' family came from an area in this game and should come up with some "authentic descendent press". Oh well, you know what I mean.

Good luck to all of you, gentleman, and may the dirtiest rascal in this game lose his pair of pants. Up with purity, goodness and sincerity! Chuckle, I wonder how long we will have to wait to see the beginning of this bloodbath? One more thing--if anyone still have questions regarding the rules of this game--don't hesitate to ask before it's

Oops, almost forgot about the vote we had on placing this game. It was too bad (from my viewpoint, that is), but the vote was 5-3 for moving it to Lost Horizons--which was not enough as I promised it wouldn't move unless I had 6-2 approval. The reason for that kind of majority was that everyone was under the impression, when they signed up for this stupid game, that it would be carried in this rag. Well, you three got your dirty wishes to pollute this zine with your game. Again, good luck!

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GAME 1970BJ, Autumn & Winter 1905.

FRANCE IS TOTALLY DEFEATED WHILE THE BIG THREE POWERS EACH ADD TO THEIR MILITARY MIGHT!

Autumn 1905--Orders were received from Germany, but they were wrong and did not cover the retreats, so the GM is automatically disbanding retreating German A Mun and A Bre. I called him on phone, but we both forgot about his retreats in Game 1970BJ. That's the way the wires crosses!

Winter 1905--

AUSTRIA (Beyerlein): B A Vie  
ENGLAND (Thomas): Stands Pat  
FRANCE (Lakofka): R F Wal, is out of game  
GERMANY (Cooper): Lost two units, will be 2 units short  
ITALY (Phillips): B F Nap  
RUSSIA (Richter): B F Sev

SPRING 1906 Orders due February 23, 1973 at noon, eastern time.

Winter 1905 Positions--

Austria: A Mun, A Sil, A Rum, A Bul, A Ser, F Aeg, A Vie (8); England: F Lvp, F Lon (2); France: (0); Germany: A Gas, A Bur, F Nth, F Den (4) Italy: A Pie, A Mar, F Spa, F Mid, F Bre, A Tyo, F Eas, F Nap (8); Russia: F Con, A Ank, F Smy, A Arm, A Mos, A Ukr, A Gal, F Edi, F Nat, F Sev (10)

Press--

England--I'M HERE, I'm here, i'm he.....  
Impassable to Rome--Looks like I hit something with my last byline. The unquenchable Italian has been quenched!

-----  
If he had two ideas in his head, they would fall out with each other. --Johnson.

Those who in quarrels interpose,  
Must often wipe a bloody nose. --Gay.

GAME 1972AZ, Autumn & Winter 1904

FRANCE FALLS BEHIND GROWING AUSTRIAN AND  
ENGLISH EMPIRES! ALL POWERS GIRD FOR MORE  
BLOODY BATTLES IN THIS AWFUL BLOODY WAR!

Autumn 1904--Turkey retreats A Rum-Sev! Tur-  
key now owns: Ank and Sev (2)

Winter 1904--

AUSTRIA (Osmanson): B A Vie, F Tri

ENGLAND (Wiskow): B A Lon, A Edi

FRANCE (Mahler): Stands Pat

GERMANY (Richter): Stands Pat

ITALY (Hollingsworth): R A Bur

RUSSIA (De Prisco): Is out of game!

TURKEY (Thomas): Stands Pat

SPRING 1905 Orders due February 23, 1973 at  
noon, eastern time.

Winter 1904 Positions--

Austria: A Ven, A Mos, A War, A Ukr, A Rum,  
A Ser, A Bul, F Aeg, A Vie, F Tri (10);

England: F Nth, A Hol, F Den, A Kie, F Ber,  
F Ber, F StP, A Liv, A Lon, A Edi (9); France:

F Ion, A Tun, F Tyr, A Rom, A Mar, A Gas,  
A Par, F Pic (8); Germany: A Mun, F Swe (2);

Italy: A Nap, F Apu, F Con (3); Russia: (0)  
out of game; Turkey: A Sev, F Bla (2)

Press--

Giuseppe Garibaldi--If some one with a fine  
Italian hand is going to impersonate me, I  
wish that he would at least write interesting  
copy. Are you listening, Howard?

Paris--8.N-QN5. The police picked up two  
more Italians for panhandling. The men

claimed to be Generals who were stranded in  
Burgundy. Oh, what a tangled web....

Hugo the Baker--Our illustrious armies report  
victory against the Out Of Men Empire. We  
thank R.F.C. for its misinformation and France  
for its help in Greece.

Hugo--Germany HAS joined our alliance. Do  
YOU care to surrender? If not, see you in  
St. Pete! Limey-Ottoman-Seine-Entente (L.O.  
S.E.). 9. P-Q4.

GAME 1972BG, Summer & Fall 1904

GERMANY IS PRACTICALLY DESTROYED! HAS TO  
REMOVE FOUR UNITS! THE COMPUTER LOSES TO  
THE GOOD OL' HUMAN ILLOGICAL ATTACKS!

Summer 1904--France retreats A Mar-Bur

Fall 1904--

see next column for more info!

AUSTRIA (Pyle): A Mun H, A Tyr S A Mun,  
A Tyr S A Mun, A Boh S A Mun, A Bul H,  
F Gre S A Bul

ENGLAND (Keller): A Den S F Swe, F Swe S  
A Den, F Nth-Hol, F Eng-Bel, F Wal-Eng

FRANCE (Murray): A Bur-Mar, A Gas-Spa,  
F Spa (SC)-Por, F Mid S F Spa (SC)-Por,  
F Hol S Ger A Kie/nso/

GERMANY (De Prisco): F Bal-Swe, F Fin S F  
Bal-Swe, A Liv-Mos, A Ber H/nsu/, A Ruh  
S A Ber/imp/nsu/

ITALY (Hrbek): F Por-Spa (NC), F Lyo S F  
Por-Spa (NC), A Mar S F Por-Spa, A Pie S  
A Mar, F Nap-Ion

RUSSIA (Fish): A Mos S F Bot-StP (SC), F  
Bot-StP (SC), A Sil S A Ber, A Ber S Aus  
A Mun-Kie/nso/, F Bla-Sev, A Ank-Smy,  
A Con S A Ank-Smy

TURKEY (Tovson): A Arm-Ank, F Aeg-Smy

WINTER 1904 Orders due February 23, 1973,  
at noon, eastern time.

Fall 1904 Supply Center Chart--

Austria: Home, Ser, Gre, Bul, Mun (7)  
Builds 2

England: Home, Nor, Den, Bel, Swe (7)  
Builds 2

France: Por, Bre, ~~Mar~~, Por, ~~Spa~~, Hol, ~~Bel~~  
(4) Removes 1

Germany: Kie, ~~Mun~~, ~~Ber~~, ~~Hol~~, ~~Spa~~ (1) Removes  
4

Italy: Home, ~~Por~~, Tun, Mar, Spa (6) Builds 1

Russia: Home, Rum, ~~Bul~~, Ank, Con, Smy (7)  
Stands Pat

Turkey: ~~Coh~~, ~~Spa~~, Ank (1) Removes 1

Press--

Turkey--"Out, Out are the lights! All Out!  
And over each trembling creature the Curtain,  
a funeral pall comes down with a rush of a  
storm, and the Angels all pallid and wan,  
unveiling, uprising, acclaim. The play is  
the tragedy, "Turkey" And its hero, The  
Conqueror Worm. ...Italy, Beware of your  
allies.

Rome, October 1904--King Ginzo expressed  
dismay that Italian forces were not able to  
share in the spoils that were once Germany.  
Although Italy had been at war with Germany  
since 1901, the rapid demise of that country  
has left insufficient time for SPIRM forces  
to participate in the fun. Nevertheless,  
the King was heard to say that the Germans  
had waged an odorous campaign, which is why  
the English have been complaining about the  
wind direction.

I never knew an enemy to puns who was not an  
ill-natured man. --Lamb

GAME 1972BW, Spring 1904

FRANCE AND GERMANY GIVE UP TRENCH WARFARE?  
TURKEY TIGHTENS UP ITS DEFENSE AS ITALY IS  
REPULSED FROM THE AEGEAN SEA! MORE WAR!!

ENGLAND (Nielsen): A Wal-Yor, F Den-Swe,  
F Nwg-Nor, F Nth S F Nwg-Nor

FRANCE (De Prisco): F Mid-Eng, A Bel H, A  
Pic S A Bel, A Bur S A Bel, A Par S A Bur,  
A Gas H

GERMANY (Davies): A Mun-Tyr, F Kie S A Hol,  
A Hol S A Ruh, A Ruh H

ITALY (Lindauer): A Bud S A Ven-Tri, A Gal S  
A War-Ukr, A Rom-Ven, A Tri-Alb, A Ven-Tri,  
A War-Ukr, F Aeg-Con/r/, F Ion-Gre

RUSSIA (Knudsen): A Rum S A Sev-Ukr, A Mos  
S A Sev-Ukr, A Sev-Ukr, F Ska-Nor, F StP  
(NC) S F Ska-Nor, A Nor-Swe

TURKEY (Abbott): A Arm-Ank, A Ank-Con, A  
Bul-Gre, A Ser S A Bul-Gre, F Con-Aeg,  
F Smy S F Con-Aeg

SUMMER & FALL Orders due February 23, 1973  
at noon, eastern time.

Fobby Bisher--Well here I am again, and I'm  
rarin' to go. I just hope that someone is  
willing to play me, or are you all chicken?  
I'm willing to play any or all of you, even  
that Impossible fellow. The number I choose  
is 2. If anyone has answered this ad and  
you have also put down 2, then you're white.  
If you have put down 1, then I'm white. Who-  
ever is white will in their byline begin the  
game in the next issue by making the first  
move. Then each move will follow in suc-  
cession, one in each issue. O.K.? If no  
one has answered this ad, then you're all  
probably laughing and saying how stupid I  
am for wasting my time. You're probably  
right, but I'll be laughing along with you,  
because I have the satisfaction of knowing  
that no one really knows who I am (except  
Mr. Boyer of course).

Berlin--Informed sources here indicate that  
amusement at futile French forays against the  
Ring of Iron has turned to suspicions that  
these repeatedly repulsed raids have been  
ordered by a regime working for some power  
other than France. Who is ordering Frenchmen  
to march to their doom? Who is responsible  
for this unproductive French strategy? Who  
really benefits from this deadlock? Who is  
John De Prisco?.....Eric Blake?

Fish Harbor to Fobby Bisher--You're on. (2)

Paris--The Minister of Fear and Propaganda  
has learned that syphillis has reached epi-  
demic proportions in Gascony. This is due to  
the fact that troops stationed in the area

have nothing to do but sample the wares of  
the local ladies of the evening. Although  
gallons of penecillin have been shipped to  
the area, the epidemic is still spreading.  
To prevent the epidemic from spreading to  
the troops now engaged in bitter combat on  
the German front, Gascony has been declared  
a disaster area and off limits to military  
personnel. "If the epidemic isn't put under  
control soon," said the Minister, "We will  
have to send the troops stationed in Gascony  
to the front lines. If we can't beat the  
Germans, maybe our troops can infect German  
women with VD." This comment caused one  
reporter to crack, "Why don't you send the  
whores to the front lines to infect the German  
soldiers." "Might as well," said another,  
"the troops aren't getting anywhere." At  
this point, the press section was immediately  
put under arrest and marched off to the  
Montmarte Military Hospital for a short-arm  
inspection.

Sorris Bpasky to Fobby Bisher--I want a  
rematch you jerk! Just try to beat me!  
I'll get you for what you did to me....(1).  
Impassable--I presume that the players  
will want me to protect their bylines? That  
way, no one can interfere in the games. Is  
that okay? So, it looks as if Fobby Bisher  
will plays black against Fish Harbor and  
is white versus Sorris Bpasky. Just to  
speed up the games, I'll accept conditional  
orders from these players based upon possible  
future moves. Put your conditional moves  
along with your press for this game. I will  
not file conditional orders--you guys must  
revise your future moves each season, if you  
intend to use conditional moves. This I  
gotta see, but....please don't refer to me  
as Impossible! I'm just a spectator and I  
don't want any part of this farce. Egads!  
I must be off my rocker to allow chess in a  
Diplomacy Zine!

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GAME 1972CD, Autumn & Winter 1903

IT'S STILL A VERY CLOSE GAME!! A MESSY WAR!

Note: Last issue reported that France lost  
Munich but forgot to list Munich as German  
in the Supply Center list. Also forgot to  
give French order A Bur-Bel.

Autumn 1903--France retreats A Ber-Sil  
Winter 1903--

AUSTRIA (De Lucia): R A Gal

ENGLAND (Schleinkofer): Stands Pat

FRANCE (McKeon): Stands Pat

GERMANY (Ray): Stands Pat

(cont. on next page)



ITALY (Morris): B F Nap  
 RUSSIA (Brennan): R A Ukr  
 TURKEY (Nelson): B A Ank

SPRING 1904 Orders due February 23, 1973 at noon, eastern time.

#### WINTER 1903 Positions--

Austria: A Bud, A Ser, F Tri (3); England: F StP (NC), F Nor, F Hel, F Nth, A Lon (5);  
France: F Eng, A Pic, A Bur, F Spa (SC), A Sil, A Bel (6); Germany: A Ruh, A Hol, F Ber, A Mun, F Den (5); Italy: A Vie, A Tyr, A Ven, F Smy, F Ion, F Nap (6); Russia: F Swe, A Mos, A War (3); Turkey: F Gre, A Bul, A Rum, A Sev, F Bla, A Ank (6)

#### Press--

Rome, Jan. 25, 1904-- A large naval attack on the Ottoman Empire has been planned by the Italian War Ministry. The invasions will begin this spring under the command of Admiral Corleone, the renowned fleet commander from Sicily. The government has full confidence in his capability, despite the unorthodox methods the Admiral has been known to use in destroying his enemies...

Impassable Pass in the Italian Alps--The latest great general from Tunis, formerly Carthage before it was salted by the crazed forebears of the current Italians, Ceasar Hannibal has reached Italy in his glorious attempt to right the doings of the ancient past. His first orders were to bring up the Elephants to stamp on the snow covered ground in hopes of starting some avalanches. With that bombardment, the Invasion Army would then ski over the Italian towns to take Rome. The General was in a great hurry to get back home and didn't want to spend any more time than he had to in salting the city of Rome. He growled when thought of that cursed word....

#### GAME 1972CJ, Fall 1903

THE TRIPLE ALLIANCE GAINS FOUR WHILE SMASHING ALL OPPOSITION! WHEN WILL THEY BE STOPPED? PORTUGUESE EMPIRE REMAINS A BASTION OF FREEDOM IN A SEA OF TRIPLE TYRANNY! AUSTRIAN EMPIRE STRETCHES FROM THE RUHR TO CONSTANTINOPLE! THIS GAME'S MOVING FAST!

Spring 1903 revisited--In last issue, I made a batch of errors. Changes were as follows:

Austria: A Bul S F Aeg-Con, F Aeg-Con;  
Russia: F Ber-Kie, A Pru-Ber, A Rum S Aus A Bul; Turkey: F Con-Aeg, no retreat. All other moves remained the same.

AUSTRIA (Verheiden): A Ruh S Ger A Hol, A Mun S Rus F Ber-Kie, A Bud-Vie, A Ser-Bul, A Bul-Con, F Aeg S A Bul-Con, F Alb-Gre  
ENGLAND (Cairns): F Iri-Mid, F Eng S F Iri-Mid, F Nth-Hol, A Bel S F Nth-Hol, F Ehi-Nth  
FRANCE (Cooper): F Mid-Por/r/, F Bre-Mid, A Mar-Spa/r/  
GERMANY (Ostapkovich): F Bal-Den, A Kie S A Hol/a/, A Hol S A Kie  
ITALY (Lakofka): F Spa (SC)-Por, A Pie-Mar, F Lyo S A Pie-Mar, F Tyr-Wes, A Gas-Par  
RUSSIA (Wrobel): A Swe-Fin, A StP-Mos, F Ber-Kie, A Pru-Ber, F Bot-Swe, F Sev-Bla, A Rum S Aus A Ser-Bul  
TURKEY (Atteberry): F Con S F Bla-Bul (EC)/r/, F Bla-Bul (EC), A Arm-Sny

AUTUMN & WINTER Orders due February 23, 1973 at noon, eastern time.

#### FALL 1903 Supply Center Chart--

Austria: Home, Ser, Gre, Bul, Mun, Con (8) Builds 1  
England: Home, Bel, Nor (5) Stands Pat  
France: ~~Par~~, Bre, ~~Par~~ (1) Removes 1  
Germany: ~~Kie~~, Hol, Den (2) Stands Pat, lost 1 unit in Fall 1903  
Italy: Home, Tun, Spa, Mar, Par (7) Builds 2  
Russia: Home, Swe, Rum, Ber, Kie (8) Builds 1  
Turkey: Ank, Smy, ~~Pop~~ (2) Removes 1  
Portuguese Empire: Home (1) Stands Pat

#### Press--

Vienna--The Austro-Hungarian Ministry of Defense wishes to send its condolences to the Russian government upon the apparent affliction of the Tsar. It has been reliably reported that the Tsar is suffering from the delusion that he is a duck. It is hoped that he will soon recover so that our two countries can get on with the business at hand: further defensive border modifications in the German and Turkish sectors.

Jamul--How do you say "quack, quack" in Polish?

Kiel (Kraut News Service): It was learned earlier today from reliable sources that 70% of all 13 captured Austrian soldiers did not know how to tie their own shoelaces. Furthermore, six of the Baker's Dozen had not even heard the word before and had been wondering how their feet had become so tough and leathery.

Munich (German Underground Press)--Do you know what those heathen Austrians have gone and done? They've cancelled the Oktoberfest! Mein Gott! Where will this debauchery end!  
Denmark (Scrawled on the wall of the soccer stadium's pay john)--((and this is a quote))  
 HAAAAAAAAAAAAAAAAAAAAAAAAAAAAALP!!!

(continued on next page!)

The Dream Maker--Stan sat before the old gentleman and listened to the "tale of the five."

"Young man, let me begin at the start--for it started long ago. When man dawned upon the earth he created a new nitch. But he also challenged those of another nitch--the nitch of intellect. For the spirits, both good and evil, were at home there and when the One gave intellect to man, it became obvious that man would oppose the spirits at some time in history. To prevent that, five spirits came among men and took human forms. They became the five great warlocks of earth--Vorjac the Great, Eeloth the Powerful, Nebore the Wonderful, Lendore the Magnificent and Sinestree the Wicked. Each of these five had a particular power, a particular black art. Vorjac was the lord of the elements, Eeloth lord of the earth, Lendore lord of the animals, Sinestree lord of the dark powers and you, my brother, Nebore, lord of the dream world! Before you, Nebore my friend, I show myself, Vorjac the Great!" the room dimmed and the old man's bent frame rose to one of grandeur and power. He was no longer feeble and wan, he was strong and powerful, a king among kings. Then he fell back to his human form and was with Stan again. "Stan, as I shall call you by your human name, your power is yet to be realized by yourself. Your conscious and unconscious have yet to meld into one"

"Ours is a lost destiny, Stanley. Man has achieved, despite our tricks and psycotechnics his greatness--or at least the first important steps towards it. Man held us in esteem for many many milenia, but the One came to man more often and our grasp on man failed. Some three centuries ago, four of us, fearing the final uncontrolled wrath of the One, abandoned our mission and agreed to leave earth forever. But, Sinestree holds us. We can not leave without him! He can summon the Devil himself! Yet in union he can not control us. But we are weak, our human frames are old and could not bear the force of our will within them. Nebore threw off his human frame and now he is in you, Stan Wrobel. With his help we can all become young again...and overthrow Sinestree!

"But, I'm not a warlock, I only want to go back to my home. I don't want this madness! Stan burst from the room and ran to the streets. "There he is! Stop or we'll shoot!" --to be continued.

Rome--Someone is playing real cute by injecting Black Propaganda and using my Rome by-line. I shall quote a line from the current Dream Maker in every press release I

7  
write from now on, so as to authenticate it. Rome, Vorjac--Could the Blue Plague or the Green Slime be authored by the Red Menace? London--Blue Plague huh! Just wait until I take Mid-Atlantic, I'll kick your ass slimy!

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GAME 1972CK, Summer, Fall 1903

HUGE TRAFFIC JAM IN DENMARK BACKS UP THE TRAFFIC ALL THE WAY TO GASCONY! ENGLAND HOLDS ON TO DENMARK WITH ONE FINGER!

Summer 1903--England retreats F Ska-Den

AUSTRIA (Chin): F Eas Med H, A Bud-Rum,  
A Gal S A Bud-Rum, A Rum-Bul, A Ser S  
A Rum-Bul

ENGLAND (St. Johns): F StP (NC) S F Nor,  
F Nwg S F Nor, F Nor S F Den-Swe, F Den-Swe

FRANCE (Gray): A Ruh-Kie, A Bur-Ruh, A Gas-  
Bur, A Pic H, F Bel-Hol, F Nat-Mid

GERMANY (Lindauer): A Ber S A Hol-Kie,  
A Hol-Kie, A Kie-Den, F Hel S A Kie-Den

ITALY (Gershenson): F Ion S Aus F Eas,  
A War H, A Tyr S A Mun, A Mun S Fra A  
Ruh-Kie, F Mid-Eng

RUSSIA (Davis): A Sev S A Ukr-Mos, A Ukr-  
Mos, F Ska-Den, F Swe S F Ska-Den, A  
Fin S F Swe

TURKEY (White): A Gre-Alb, F Bul (SC)-Gre,  
A Con-Bul, F Aeg S A Con-Bul, F Smy H

WINTER 1903 Orders due February 23, 1973 at noon, eastern time.

#### FALL 1903 Supply Center Chart--

Austria: Home, Ser, Rum (5) Stands Pat

England: Home, StP, Nor, Den (6) Builds 2

France: Home, Spa, Por, Bel (6) Stands Pat

Germany: Ber, Kie, Hol, Den (3) Removes 1

Italy: Home, Tun, Mun, War (6) Builds 1

Russia: Sev, War, Mos, Nor, Swe (3) Removes 2

Turkey: Home, Bul, Gre (5) Stands Pat

Press--

To King David from the Sultan--Of course you know, this means war!

Germany, Oct. 1, 1903--The retreat of the English Fleet to Denmark this past Summer can be taken as nothing short of a declaration of war by England on Germany. In accordance with the English wish for England and Germany to fight, the German Government is more than willing to oblige. A high German official was quoted recently as saying, "What difference more or less, does one more enemy make?"

Berlin--The American newsmen, Edward Farrow-  
(cont. on next page)

Brow and Walter von Crankase are absolutely correct in their following notation from January 10, 1903: "...the presence of the Franco-Italian coalition on the German borders and in Munich could spell the end of the Weimar Republic." Note that they said could, not will. There's a big difference. It is just as easily said that Germany could win this war (just try to say it with a straight face. That's not so easy!).  
Paris, Sept. 1, 1903--Harvey, you know that France has only peaceful intentions toward Germany. Right now our operations are only to secure our borders.

Chinese Lunar Year of the Ox, February 3, 1973--To everyone, Kung Ho Sun Hay (happy new year).

Reuters News Agency, Sept. 1, 1903--American newsmen, Edward Furrow-Brow and Walter von Crankase reported to the American press that it appears the French government will make good on its promise to the French people that it will secure its borders with Germany--even if it means that they will have to drop their position of peaceful co-existence with Germany.

#### GAME 1972DD, Spring 1903

GERMAN FLEET IS GIVEN A FAREWELL PARTY AS IT HEADS FOR THE NORTH SEA! TURKEY IS HIT HARD!

Note--Winter 1902 Positions were wrong for one unit: German Army in Berlin was really in Prussia. Reports on Fall 1902 orders were correct on this aspect.

AUSTRIA (Leerkamp): A Boh-Mun, A Tyr S A Boh-Mun, A Vie-Boh, A Bul H, A Ser S A Bul, F Gre S Ita F Ion-Aeg  
 ENGLAND (Dick): F Nth-Mwg, A Edi H, F Lon S Ger F Yor-Nth  
 FRANCE (Fujihara): A Spa-Mar, A Bur-Mun, F Iri H, F Mid H, F Eng S Ger F Yor-Nth  
 GERMANY (Chin): F Hol-Kie, F Yor-Nth, A Bel-Ruh, A Kie-Ber, A Pru-War  
 ITALY (Roll): F Ion-Aeg, A Apu-Ven, F Eas-Smy, A Syr S F Eas-Smy  
 RUSSIA (Nelson): F Den-Hel, A Swe-Den, F Nor S Eng F Nth H/nso/, A Mos-Liv, A War S A Mos-Liv, A Ank H, F Bla S A Rum, A Rum H, A Sil-Ber  
 TURKEY (Stone): A Con-Bul, F Aeg S A Con-Bul/r/

SUMMER & FALL Orders due February 23, 1973 at noon, eastern time.

Press--

Impassable--None! None? None!?!? Blowing...

#### GAME 1972DF, Fall 1902

AUSTRIA TAKES TRIESTE, BUT THE DYING RUSSIAN EMPIRE STABS INTO BUDAPEST! ITALY IS INVADED BY SEA! TURKISH EMPIRE TAKES THE LEAD WITH THREE BIG BUILDS! WAR WILL CONTINUE HOT!

Revisiting Spring 1902--Since last issue of Impassable, I receive unduly delayed orders from Italy. This resulted in some changes: Austrian attack on Trieste failed and Italy ordered its units as follows: F Tun-Wes, A Ven S A Tri H, A Tri H, F Nap-Ion, A Rom-Tus

AUSTRIA (Conner): A Bud-Tri, A Vie S A Bud-Tri

ENGLAND (Lindauer): A Nor-StP, F Bar-Nor, F Nth-Lon, F Wal-Lon

FRANCE (Hilliker): A Mar S A Spa-Pie, A Spa-Pie, F Mid-Spa (SC), F Eng H, F Iyo C A Spa-Pie

GERMANY (Schill): A Sil-War, A Pru S A Sil-War, A Bel H, A Kie-Ruh, F Bal-Swe, E Den S F Bal-Swe, F Tyr-Rom/nsu/

ITALY (Strickland): F Ion-Tyr, F Wes-Iyo, A Tri H/r/, A Ven S A Tri H, A Tus-Pie

RUSSIA (Grove): A Rum-Bud, A Gal-War, A Ukr S A Gal-War, F Sev H/a/, F Swe-Bal/r/

TURKEY (Blank): A Ser S Aus A Bud-Tri, A Arm-Sev, A Bul-Rum, F Bla S A Arm-Sev, F Aeg-Gre

AUTUMN & WINTER 1902 Orders due February 23, 1973 at noon, eastern time.

#### FALL 1902 Supply Center Chart--

Austria: Vie, ~~Bud~~, Tri (2) Stands Pat  
 England: Home, Nor, StP (5) Builds 1  
 France: Home, Spa, Por (5) Stands Pat  
 Germany: Home, Bel, Hol, Den, Swe (7) Builds 1  
 Italy: Home, Tun, ~~Tyr~~ (4) Removes 1  
 Russia: Mos, War, ~~StP~~, ~~Sev~~, ~~Ruh~~, Bud (3)  
 Removes 1, lost 1 unit Fall 1902  
 Turkey: Home, Bul, Gre, Rum, Sev, Ser (8) Builds 3

Radio WVAH from Vienna--In a recent news address to the nation, Emperor William IV appeared cheerful and healthy as he stated, "General Stanislaw Stinkograd of the 2nd Austrian Army has spearheaded a counter-attack against the Italian invaders occupying Trieste. General Timothy Timorouz commanding the 1st Austrian Army ably supported the assault from Vienna. The 1st Army penetrated over 40 Kilometers into area previously held by the Italians. The 2nd Army has completely driven the Italians out of the provinces of Montenegro, Bosnia, Herzegovina, Slavonia and almost succeeded in occupying Zagreb. The fight for Zagreb was serious and crucial,  
 (cont. on next page)



casualties were heavy; at one point, the 2nd Army made a break-thru which appeared to have broken the center of the whole Italian Army in Trieste. The situation was close and so critical that foreign news reporters on the Italian rear-zone turned in premature news reports that the Italians had lost everything. Radio WHYL from the important American city of Carlisle even went so far as to report, "AUSTRIA TAKES TRIESTE AND TURKEY SERBIA AS ITALY STUMBLES!" Many other lessor important news agencies also reported the premature Austrian break-thru. My fellow Austrians, it should be evident that we shall shortly drive the Italians from our homelands. Austria shall never surrender--so long as one Italian or one Russian stands in our homeland there shall be no letup! We shall yet carry the war to the heartland of those aggressors! Constantinople--Sultan Blank & his "Zeros" today captured the harem of Abbdul Horn I consisting of 231 weeping virgins. The Sultan reported that his men had received heavy casualties in their frontal mass assaults on the harem. The good Sultan & survivors are reported to be under intensive hospital care for.....combat fatigue!! Berlin--The foreign ministry today announced an abortive commando raid on the Vatican. The attack was lead by the late Capt. M. Luther. ZZZ--eh? What's that? Warsaw held but Sev and Rumania fell????!! Lunacy! hmmm...must be the U.H.F.H. oh well, ...zzzzzzzzzz Dol Amroth--Looks like what we have here is a large group of idiot trees, yep, no doubt about it, there is a whole Grove of them.

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More Home News (cont. from p. 2)

Another effort is getting off the ground in the area of non-wargames, to be precise, the game of Clue. I don't have the time just now to finish off my variation (besides, I am polishing off the rules with another person/GM interested in running a game of Clue), but I will be able to start a "regular" game of Clue. It is not strictly regular as the game has to be adapted for postal play. These rules additions/changes are also being batted around with another interested party, but they are not major rule changes and I am just trying to make sure there aren't any loopholes or contradictions. The first game started will be free, but there's a catch--you still have to pay a sub of 6 issues for \$1. Why the shorter length in sub? This new zine will be experimental, and with the questions being asked simultaneously, I don't know how long the game will last by mail.

So, the first game will be run with fun in mind, and if it works out well with the players wanting more, we'll then charge a small gamefee depending upon our experience with running the game of Clue. After Clue has been done, we'll add other non-wargames!

This week, I will publish a one-page (2?) issue of the zine to carry Clue that will explain the rules and procedures we'll be using. Several people who have already inquired about Clue will get this publication. Anyone else who are now interested will have to ask for a copy.

Work on 1721 and Lost Horizons has, so to speak, bogged down lately what with all the other work resulting from a horrible two weeks of putting out zines after another plus having all my game deadlines coming up in the same week. So, I apologize if I haven't answered your mail as fully as I normally do. It was hell, but it was fun (figure that out!).

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# ZINE OPENINGS AND PLUGS

I owe three plugs, so here they are before I cover other zines with openings.

BIG BROTHER. Charles Reinsel, P.O. Box 8342 San Diego, CA 92102. Charles is currently in Pennsylvania with this address: Box #33, Leeper, PA 16233. After his travels, I presume he'll return to his home address: 1709 32nd Street, San Diego, CA 92102. The Box in San Diego belongs to Conrad von Metzke, but he'll forward Charles mail when he's traveling. I advice that you send it to the Box 8342. Okay, the good feature of B.B. is that Charles has Allan B. Calhamer, the game's inventor, signed up to play in one of his games! There are six other positions to fill! The gamefee is \$8.00, but you can't beat Charles punctuality and the chance to play the inventor! Hurry before this game is filled! Be sure you ask to play in Calhamer's game (B.B #16)!

SPQR. James Massar, 127 N. Emmons Street, Dannemora, NY 12929. Games openings for regular Diplomacy, Youngstown Variant, OOWWII and his own variant at \$1 gamefee plus \$2.50/yr or 7/\$1 sub and \$3 returnable deposit. If this zine is like his well-known "\_\_\_\_\_", then it is well worth playing in! By the way, you can sub to "\_\_\_\_\_" which is \$1 per year. That's a bargain!

Ipomoea. John F. Lawrey Jr., P.O. Box 86, Salome, AZ 85348. Gamefee is \$3.00 and ONE 8¢ stamp. Sub is 8 for \$1.50. Regular games.

Voice of the North. Tim Tilson, 200 W. 9th Ave., Sault Ste Marie, MI 49783. .Gamefee (cont. on next page)

is a deposit of \$1 plus subscribing for duration of your game (8/\$1.00). Regular game. Arrakis. John Leeder, Box 1606, Huntsville, Ontario, Canada. Gamefee is \$3 to IDA members and \$4 for others. Sub is 100 pp./\$1.00. A few positions are still available.

Tangelo Express. Richard Hull, 4720 Cloyne, Apt. #2, Oxnard, CA 93030. One game open for novice players only (in no game past 1902), and one game of futuristic Diplomacy (1st year is 2001--only change). Also, has one game of 1776, a variant which he covered with rules and map in this particular issue I'm reading. Game fees are subscriptions to the gamezine, plus \$2 deposit. Subrates are: 10/\$1.00 third class, 7/\$1.00 first class, and 6/\$1.00 airmail. This is one of those zines typed by a "cat" named Tangelo.

Two new ones crossed my desk via our rusty mailbox:

Claw & Fang. Don Horton, 16 Jordan Ct., Sacramento, CA 95826. I have #2 of C&F. Game fee is \$4.00, and sub rate is 8 for \$1. I do not know how many games are being planned for this new zine, but one is already under way.

Down Alien Skies. Greg Lee, 52 Garden Way, Northcliff 4, Johannesburg, South Africa. This new one is from overseas, but it looks well printed although they say they're on an economy binge and tight budget--something about not wanting to lose money like the rest of us (Hah!). Gamefee for us Americans is 75¢ plus \$1.50 deposit. Also, you must subscribe for duration of game. Sub rate is 20¢ for first issue, and \$1.75 for the next 10 issues for airmail. They have subscription rates for surface mail, but I don't recommend it. This zine is actually being published by two people, Greg and Rick Shears, but they have the same address. We'll request a trade so we can keep others informed of this zine's progress.

That covers all for this time around. Have fun in a new game!

#### OUR DEBATE ON GAMESMASTERING!

From Lenard Lakofka--"Von Metzke is right about one thing. People who prefer 'my' games and gamesmastering certainly won't play in his, and thank God 'my' side is the majority. If we all did things his way we'd wreck the hobby in fifteen minutes.

You can't possibly "presuppose that all players will submit moves on time." That's inventing a fake reality, because it just doesn't work that way. There's no point blubbering about what would be nice, you HAVE

to stick to what actually IS or you fall into the bottomless depths of total chaos. IF YOU SET ANY DEADLINE AT ALL, YOU HAVE TO ENFORCE IT, because if you don't you can never justify enforcing any deadline EVER!

Furthermore, players have to go to know where they stand. The trouble is that Conrad doesn't care two hoots whether he wins a game or not, or even whether he survives it; he's said so many times. But most players DO care, and because they care how the game is going at all stages they have to know just what each stage consists of. If they don't they can't plan any sort of long-term strategy for fear it will be screwed up by the Gamesmaster pulling one of his tricks. They will only be able to plan tactically, one move at a time, and that isn't how you play Diplomacy.

Equating postal games to in-person games is pointless, they aren't the same thing. I once got a letter that claimed that all postal Diplomacy games are variants because they don't use the rulebook rule on time limits, fifteen minutes ((Technically, that's true)). And there's a lot more that's different too. By mail, you don't have to worry about keeping a straight face while you're lying; you can't go listen at the keyholes; you can't refuse to give your ally a ride home if he backstabs you. In-person games are a form of social gathering (except in tournaments or club meetings), but if you try to apply that thought to mail games you're never going to get anywhere.

The giveaway in Conrad's article is that instead of refuting my arguments, he starts calling names. 'Punch idiocies,' 'pompously wail,' 'sterile perfectionism.' Why, I ask you, doesn't Conrad come up with some REAL ISSUES? Because he hasn't got any!

Conrad says, in conclusion, that there's a 'division in gamesmaster ranks.' Yes, there is! Both types of GM set up rules and guidelines designed to be fair, reasonable and useful. 'My side' means what they say; Conrad's side does whatever it feels like doing. No HOW in HELL can you get anything done that way?!

A player has a right to know the system used; he has a right to expect that the system will be applied the same way every time, so he can count on it in planning the way to play the game. Conrad denies him this. As I said before, that's just plain sloppy, and sloppy games are lousy games." From Conrad von Metzke--"Len was kind enough--or shall I say brazen enough?--to send his rebuttal to min in the last IMPASSABLE. If he felt that his truculent reply would cause his to go unanswered he is sorely in error.

(cont. on next page)

Len's first point, before we begin--again--on the subject of strictness in Gamesmastering, is that of name calling. Len's rather thin skin has been piqued. Let me say that I shall call him no more names--instead I'll merely label him in truth--a pigheaded autocrat.

Len's rebuttal--with apparent blind wisdom and omniscient candor--points to what the Diplomacy-playing public wants. He says the majority favor his 'stric'--read totalitarian--interpretation of upholding the deadline. Yet his OWN POLL printed in Vox Populi #1 shows that half of the respondents believe that moves received, before the 'zine was typed, should be acceptable! Also, 40% said that 'special, but undefined, circumstances allow phoned-in moves to be accepted after the gamesmaster's time deadline. Now these results alone show that the players do want some degree of mercy from the gamesmaster in the acceptance of moves.

Or to quote the 'Universal Prayer'

Teach me to feel another's woe

To hide the fault I see;

That mercy I to others show,

That mercy show to me.

P.S. Len, your last moves to MONGO were 37 seconds late and your phone call arrived at 91 microseconds after my noon deadline--so....

This Editor speaks--The Vox Populi that Mr. von Metzke referred to was published by his opponent in this debate (I refuse to call it a feud for those bloodthirsty readers out in dippydom), Mr. Lakofka, did indeed report as Mr. von Metzke quoted. However, I wish to point out another finding which he did not point out: In the same issue, there was a poll on gamezines for which players voted. #1 on the list was Hoosier Archives which was predictable. I was happy to find my own Impassable came in #3. However, #2 was none other than Costaguana, Mr. von Metzke's gamezine. The final rank was determined by many factors including reproduction quality, as well as features, and not to forget the quality of gamesmastering. Let us take a look at the latter findings. Oh, before I forget, Mr. Lakofka's Liaisons Dangereuses also placed very highly in 5th spot.

Hoosier Archives got the highest rating on gamesmastering--an average of 8.9. (I must qualify this for those zines that got more than 6 votes. Several with less got a 9.0 avg.--such as Big Brother and an English zine, Ethil the Frog) I got the next highest with an 8.6 average with Costaguana getting 8.5 and Liaisons Dangereuses getting 7.9. Mr. Lakofka's lower avg. does not indicate that his philosophy isn't

appreciated--only that he probably made some mistakes. I know that I make enough.

However, the point I am making is that these two arch-rivals in this debate have been trying to cut each other's philosophy to shreds when in reality both philosophies exist in this hobby and both are thriving. If you're #2 or #5, you can't be all bad! Conrad von Metzke refers to a schism in the hobby. Much has been said about the old and new schools of Diplomacy players, and this schism has been defined and discussed in many different zines by many different writers. One claim that has been made is that the old school of fun Diplomacy has been losing out to the newer, more mercenary school of Diplomacy/Wargamers.

Actually, I believe that the old school will not die out. That school is merely a philosophy or perhaps a normal minority in the hobby. They were more venturesome willing to gamble their money on fun-error filled gamezines. Their motto was you only lived once--so why not have fun?! The new school of former wargamers have joined the hobby when they found that there was organization and more professionalism in the gamezines. These players care less about having fun and more about winning games that are well run.

May, the end is not in sight for the old school--they merely have been turned into an elite by the increasing masses of the new bloods. Each of the debaters represent their respective schools or philosophies, but as Mr. Lakofka's Vox Populi proved, there is plenty of room for both of them. If you want more information from Mr. Lakofka on his Vox Populi's Rogues Gallery (zine poll), write to him at: 4970 N. Marine Dr., Apt. 525, Chicago, IL 60640. The Gallery lists 38 gamezines!

Where do I stand as a gamesmaster? My views are that to make the game enjoyable, we should stick close to the schedule/pace. To me, that means publishing every three weeks. I think that if the zine comes out regularly, you will end up with less missed moves. As for this issue, I did not miss one set of moves. My congrats to all the players for not missing this time around! Keep it up, fellas. So, I am merciful enough to recognize that there are problems with the U.S. Mail and so I have devised a system by which I will take unduly delayed mail. I do not promise to use late orders if I haven't print the games up because I don't want to encourage late moves. I just try to make it easier not to forget about the deadlines and to have rules that will cover mail problems. Peace.

## SCOTICE SCRIPTI III

The players' addresses are given below:

Chic Hilliker (Leinster): 3312 Stoneycrest,  
Bloomington, IN 47401  
Doug Hollingsworth (Ulster): 37 Sanford St.,  
Bangor, ME 04401  
Steve Cooper (Munster): 3073 S. Buchanan St.,  
#B-2, Arlington, VA 22206  
Arthur Schleinkofer (Connacht): 1826 Ruan  
St., Philadelphia, PA 19124  
Rhea C. Stone III (England): 2638 27th St.,  
Sacramento, CA 95818  
Mark Tonnesen (Scotland): 13514 Wood St.,  
Woodbridge, VA 22191  
Charles Reinsel (Kymru): currently, his  
address is: Box 33, Leeper, PA 16233.  
Other addresses for him appear on page 9.  
Thomas D. Keller (Orkney): 317 E. 12th St.,  
New Albany, IN 47150

SPRING 1015 Orders are due on February 23,  
1973 at noon, eastern time.

Good luck, gentlemen!

## IMPASSABLE PUZZLES

#14 revisited--I fouled up the solution for  
the bookworm puzzle. Here it is in correct  
form:  $\frac{1}{2}$  day. Since usually volume I is to  
the left of volume II, the first page of  
volume I is separated from the last page of  
volume II by only two covers, which together  
total  $\frac{1}{4}$  inch. Since the bookworm bored  
through at the rate of  $\frac{1}{2}$  inch per day, it  
took him  $\frac{1}{4} \div \frac{1}{2} = \frac{1}{2}$  day.  
(cont. on next column)

IMPASSABLE #16  
117 Garland Drive  
Carlisle, PA 17013

You're mentioned on \_\_\_\_\_  
"War is as much a punishment to  
the punisher as to the sufferer."  
Jefferson, letter 1794

#15--Solution: The captain arranged the  
passengers as follows:  
CCCCTTTTTCCCTCCCTCTTCCTTCTTCCT where C  
denotes a Christian and T a Turk. This order  
may be remembered by the position of the  
vowels in the following sentence,  
Populeam jirgam Mater Reginia ferebat,  
where a stands for 1, e for 2, i for 3, o for  
4 and u for 5. The then order is o Christians,  
u Turks, e Christians and so on. Interesting,  
eh? Due to lack of space, no puzzle for  
this issue--we'll make it up in #18.

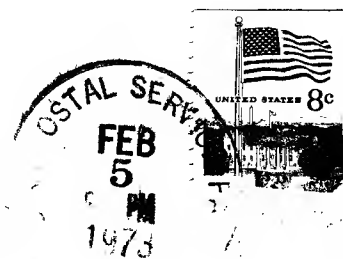
## DIPPY NEWS, ETC.

This time we have to be brief.

\* The election results for the IDA Council  
were reported in #6 of Diplomacy Review. The  
winners were as follows: President--Edi  
Birsan, The 2 At-Large Secretaries--Doug  
Beyerlein and John Biehl, Atlantic Secretary--  
Steve Nozik (incumbent), Central Sec.--Chic  
Hilliker, Pacific Sec.--David Fujihafa,  
Canadian Secretary--Mark Weidmark (incumbent),  
Overseas Sec.--Michael Feron (incumbent), and  
Editor--myself (incumbent). The Vice-Pres.  
remains as Walter Buchanan, and we have two  
vacancies in the offices of Ombudsman and  
Membership Secretary which will be filled by  
Council appointment.

\* I went down to Fred Davis' Diplomacy Party  
at end of January on a bright and sunny  
Sunday. I had fun playing Turkey and seeing  
it beat out all of its greedy neighbors who  
worked together from the beginning to wipe  
me out (I told you so!). They didn't reckon  
with my ESP talents in miraculously coming  
up with the right moves every time. More  
later. Have a Happy Chinese New Year of the Ox!

Richard Hull P  
4720 Cloyne, Apt. #2  
Ornard, CA 93030



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